

NOVEMBER 1987

FLAGPOST

The newsletter of the Fort Leavenworth Atari Group
P.O. Box 3233, Fort Leavenworth, Kansas 66027

EDITORIAL

Can you believe it? It is already November. Think about it! Turkey Day and Veteran's Day are right around the corner. Seems like time is flying and I don't even have my Christmas shopping done yet.

Besides having the great month of November to look forward to, we have an outstanding newsletter for November. Again we are blessed with several articles written by members of FLAG (including yours truly. Check out the outstanding review of Shuttle II). All kidding aside, this was the first review I have ever written. And I will probably hear about it! However, I would like to share that it wasn't that difficult. I would also like to dispell any rumor that might be circulating about who can write articles for FLAGPOST. You may have noticed that a majority of the officers for FLAG are the ones who are writing articles. That is not a requirement to be able to write an article and submit it to FLAGPOST for publication. I will accept articles from any member of FLAG and make sure that it is included in the FLAGPOST. It is not difficult to write an article, however, it does take time and you should budget your time appropriately. I would be extremely happy to include an article written by a member of FLAG who is not an officer in December's FLAGPOST. Enough on that.

As I said, this month's newsletter is great! We have several game reviews as well as the latest news on new Atari products. So kick back, grab a cup of your favorite beverage and enjoy November's FLAGPOST.

See ya next month! Ho! Ho! Ho!

- DAVE TITUS, Editor

**THIS MONTH'S MEETING IS ON THURSDAY,
NOVEMBER 5TH, 7 PM, OFFICERS' CLUB**

this month's theme

"WORD PROCESSORS"

CONTINUED...

**Come to the meeting and learn about the
various word processors and their capabilities.**

Don't miss it!

1987 FLAG EXECUTIVE BOARD

President	John Hutchinson	651-5631
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Thanksgiving
Day

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The Fort Leavenworth Atari Group (FLAG) is a social organization whose purpose is to promote the efficient use of Atari personal computers. FLAG is authorized to conduct activities on Fort Leavenworth under the provisions of AR210-1. Membership is open to the general public. FLAG does not support nor condone the unauthorized duplication of copyrighted software. Commercial advertising rates: business card or 1/4 page, \$5; 1/2 page, \$10; 1/2 page back cover, \$20; full page, \$20. Submission deadline for all material is the 20th of the month preceding publication date.

From the PRESIDENT



by John Hutchinson

Greetings, Atarians! If any of you failed to attend last month's meeting, you missed a rare treat. We had a last minute change of agenda for a special guest speaker, Mr. Tom Hudson. If you don't know who Tom Hudson is you must be new to Atari computing and can therefore be forgiven. Tom earned quite a reputation for his quality work on the 8-bits as a staff programmer for Analog magazine. Nowadays, Tom is more well known as the author of DEGAS ELITE and CAD 3-D version 2.0, the latter of which we were treated to a demo by the "guru" himself. Tom was also kind enough to provide demos of CYBER PAINT and SPECTRUM 512, two new programs coming out from Antic's Catalog.

Tom (who resides in Mission, KS), sent us a nice letter of thanks following the meeting, a portion of which is reprinted below:

"I just wanted to take the time to thank you and the rest of the group for the dinner and hospitality at the meeting last night. ... For me personally, it's a special pleasure to demo products for members of the U.S. armed forces, who give so much to our country. I have a special respect for everyone who serves in our country's defense on a voluntary basis. Please thank the members of the group for their attention, questions, and input during my demonstration.

Sincerely,
Tom Hudson *

Anyone who attended last month's meeting can attest to how Tom's programs really show off the power of the ST to it's fullest. He is certainly a talented programmer and we are all fortunate that he concentrates his efforts on Atari computers. So buy his products and do not accept pirated copies of his work. This way you will get top-flight software and help to ensure he continues to develop new, outstanding programs for the Atari.

As interesting as Tom Hudson's demos were, I know there were at least a few people disappointed in that we did not have time to fully discuss word processing, as was originally scheduled. So this month, our special topic of discussion will be:

"Word Processing... continued!"

The wordprocessor info handouts were passed out last month so we will continue this time with a discussion of word processing features you should look for followed by demos of the most popular WP software. For those ST users who are already satisfied with their word processor, we will offer a different demo:

"PC Ditto... turning your ST into an IBM clone."

Yours truly will also provide a first-hand report of the Washington D.C. Atarifest and the Fall 87 COMDEX as I have made arrangements to attend both. So, as you can see, there should be something for everyone at the November meeting. Be sure to attend!

Plans are already being made for our annual blowout at the December meeting. We will have extra special doorprizes, the graphics contest, free food AND drink, a MIDI maze contest, and of course, election of next year's officers. It should be a fun time for all so... BE THERE! - HUTCH

ATARI AID

The FLAG Help-Hotline



Got a problem? If it has to do with one of the areas listed below, call the individual listed for advice/assistance. If you have experience in other areas, why not volunteer your services too?

400/800/XL/XE's:

General 8-bit problems	Roy Carroll, Mark Cawley	682-8782 651-8912
AtariWriter Plus, Syn File, Syn Calc	Mike D'Agostino	682-8668
Atari BASIC	John Hutchinson	651-5681
Atari BASIC, Assembly, Telecommunications	Tony Bullard	682-6626

520/1040ST's:

Data Manager ST, Flight Simulator II	Ken Knox	651-4569
FLASH, databases	Jeff Barker	682-9259
Publishing Partner	John DellaJacono	651-5536
Easy Draw	Dave Titus	682-2492
General ST problems, GFA BASIC, Personal Pascal	John Hutchinson	651-5681
MIDI music	Dave Linder	651-7044

A Fond Farewell to KEN KNOX

Vice president, loyal Atarian, & friend to all.

This month FLAG will lose one of its greatest assets as Ken retires from the Army and moves to California. Ken has been a driving force in FLAG for the last three years and has spent innumerable hours of his free time in helping fellow members. I urge all members to thank Ken for all his efforts and to wish him God speed and good luck.

Thanks for everything, Ken. - Hutch

TREASURER'S REPORT



by Bob Smith

As of 20 October 1987

Beginning Balance: \$755.50

Income:

Dues	\$81.00
ST disk sales	44.00
8-bit disk sales	11.00
Bulk disk Sales	108.75
Refreshment donations	37.65
Extra ticket sales	8.00
ST Library Fees	10.00
Advertising	27.00
Image Scanner Sales	456.65
Total Income	\$781.05

Expenditures:

O'Club-Sep Refreshments	\$43.40
ST Network Subscription	25.00
FLAGPOST duplication	31.50
FLAGPOST postage	10.78
Disk Box Buy-COD	100.16
Bulk Disk Buy	461.00
Post Office Rental	14.50
Total expenditures	\$686.34

Ending Balance: \$850.21

Notes: Cost for ST Disk Storage Boxes will be reimbursed to FLAG. There are bulk disks for sale.

NOVEMBER DOORPRIZES:

For 8-bit computer owners:

Star Raiders

donated by: **Bill Meiers!!!**

And...

25 Blank Disks

donated by: **FLAG!!!**

For ST owners:

Real Basic

donated by: **CCI!!!**

And...

10 Blank Disks

donated by: **FLAG!!!**

SECRETARY'S REPORT



by David Hagan

Minutes of the 1 October 1987 Meeting

Introduction:

President Hutchinson called the meeting to order at 7:15 P.M. He introduced the FLAG officers to the membership and welcomed the new members who joined. There were approximately 40 members in attendance at the meeting.

Old Business:

An error in the Treasurer's report as stated in the September issue of the FLAGPOST was noted and corrected. A reminder about the discount available at the Computer Room for FLAG Members was provided.

New Business:

Contest - 1987 Electronic Graphics Arts Contest Rules-

1. Open to FLAG members only.
2. 8 and 16 Bit categories.
3. Must be original work.
4. Submit entries on disk NLT 7 P.M. 8 Dec 87.
5. Label entry disk with name and type of picture files.
6. Entries will be viewed and judged by general membership at the December meeting.
7. A minimum of 3 entries per category required to comprise a prize category.

A BYLAWS Committee was formed. Members are Chairman Jack Lombrella, Sia Cappalletti, and David Hagan.

The December meeting is the annual meeting with election of officers.

Special Guest:

Tom Hudson was present at the meeting and demonstrated newly released software and the new MGEA ST.

Door Prizes:

Several door prizes were given away in the general membership meeting.

The meeting officially adjourned at approximately 8:15 P.M. and the 8-Bit and ST SIGs began their discussions.



CALENDAR OF EVENTS

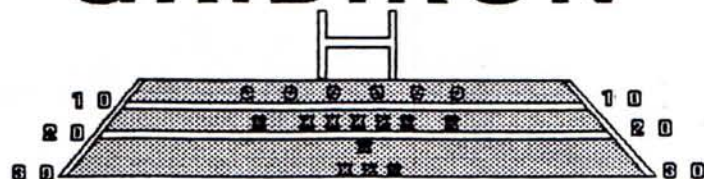
NOVEMBER 1987

Thursday, 5th FLAG General Meeting
7:00 pm

Wednesday, 11th Veterans Day Holiday
Yea!!!

Thursday, 26th Thanksgiving Day Holiday
Outstanding!!!

GRIDIRON



THE FOOTBALL SIMULATOR FOR THE ST

A Review By David Hagan

(Editor's note: A sincere thanks goes to Dave for his review of "The Football Simulator". If you like Dave's comments or have any questions, catch him at the next meeting. He's the one taking the minutes.)

This review is for all you die hard football fans. What do you do if you can't watch your favorite player or team during the football strike? You can play GRIDIRON by yourself or with your friends.

The first question I had after opening the package was "What is a Football Simulator and how does it relate to football?". I had the answer when I read that with a Data Disk of NFL teams, you can run game simulations of one team against another. I was impressed by how the 50 page users manual was laid out. One can use the section on how to get started and how to play and all the information to jump in and play the game (all of this is located together within the first half of the manual). The one thing which I dislike is when booting up GRIDIRON a random validation code is required. This inconvenience requires the user to always have the book at hand to reference the tables of validation codes when asked to enter them by the program. The perspective of the playing field is from above which I believe is the best view for this type of game. The whole field of play is not shown at one time on the screen. But if the action moves beyond the current screen area the action is stopped for one second while a new playing field is recreated. I was not sure I would like this technique but after playing the game for several weeks now, one second seems plenty of time to adjust and allows me to use plays that might use more than the current screen; for example, the Bomb and Hail Mary passes. The players are displayed on the playing fields as small circles with each side having a different color and eligible receivers are marked by a stripe within the circle for easy identification. There are 5 different difficulty levels with one practice level to allow you to improve your play. GRIDIRON allows the player to select standard play book or to create your own custom play book. The same is true for your team selection. GRIDIRON realism in player movements is outstanding. A player must obtain momentum for running full speed and player speed and strength characteristics may be set individually. During setup time is when one can select to have the realism of penalties. This is where I have found the only real flaw, there doesn't seem to be any penalty for delay of game when the time expires on the thirty second clock. For two players it is a little difficult for the defensive player to use a joystick to do all selections and player control, being instructed when to swap controllers (mouse=joystick) with changes of position.

In closing I would like to say I believe this game is worth getting if you enjoy sports type games. I would give a rating of 7 or 8 on a scale of 1-10.

DRIBBLES AND BITS

by Michael D'Agostino

DRAGON FIX... DRAGON, a D&D game in the club disk #66, was upgraded but it did not work. Here is the fix:

1. LOAD "D:DRAGON"
2. Insert the following lines:
8040 REM
8348 POKE 752,N1:POKE 88,NO:POKE
88,MAP:POSITION N18,N8:7
RM\$(RM(ROOM)*N17-N18,RM(ROOM)*N17)
3. ENTER "D:DRAGON.LST" [this is on the disk but doesn't show on the menu.]
4. SAVE "D:DRAGON.LRD"

Now all of the upgrades are done and if you saved it with a different name, you have both versions of the program. The new version will let you use the dungeon editor or different dungeons on the disk.

But (isn't there almost always a "but"?), due to the size of the program, it will not fit on the original disk. [ed. note: Best to use a new disk, and transfer all DRAGON*.*, and DUNG*.*, files to it before you begin!! The alternative, is to "lose" the original game by saving it (at step 4 above) as "D:DRAGON". This is NOT recommended as the goals of the games are different].

TOO LATE III I had to solve the final section of ULTIMA IV alone! Therefore, all the glory is mine. But, I am not selfish and will share my knowledge (but not the gold....as there was none) of the kingdom Britannia with any who are interested in beginning continuing this contest.

I GOT A NEW TOY III I borrowed Eric Birdsong's XM301 modem, and accessed GENIE, the TRANSPORTER, and LUG (Nameless) bulletin boards. It is a real trip!! Even managed to down-load my first programs. Telecommunications is a blast and is definitely something which every serious computer user needs to become aware of and proficient in. I got on to GENIE's CB simulator and on one channel talked to people from California, Florida, and Canada. One guy even asked about rents and housing as he was coming to KC to work at the airport. My biggest problem now is deciding how much money to spend on a modem (it is evident that a 300 baud is just too slow for cost effective file transfer). 1200 baud modems run from a little less than \$100. to \$800+. Obviously, if you have an ST, you need a 1200 or 2400 baud due to the massive size of the files which your computers use. At 300 baud, it took 20 minutes to load a 27K text file. Fortunately, I was accessing a local BB. Downloading is S L O W work. I have not been able to UPLOAD anything. Ah well, need to practice some more.

WANTED - new 8 bit librarian. I SURRENDER, I QUIT, I succumbed to the lure of the ST. I am now the owner of a 1040 and a 1200 baud modem. Figured that since I was leaving this summer, I best get into an area that has another users group. I must admit, I was really on the fence about it but after working with it for just 1 day, it was a good decision. The pay-back is that I gave my 800 to my daughters and they have been putting in a lot of time with word-processing, games and educational programs. I'm happy to work with anyone who is interested in tal the library - it is a fun job.

ATARI BITS AND PIECES

by Kim Beattie

(Editor's note: Reprinted from October 1987 issue of The Access Key. Thanks Kim!)

The new Atari 1200 bps modem is now available at local stores. A year late, but it's here at last. This modem will work with the ST (or any other computer for that matter) and will direct contact to 8-bit Atari too, but the software for the 8-bit is not ready yet. Real Soon Now... Of course if you have a 850 interface you can use the new modem with your 8-bit without having to wait for the new 8-bit software (a new version of EXPRESS written by Keith Ledbetter.)

The Atari 80 column card is in the Atari warehouse and is shipping. We should see it in the local stores "any day now." Also, it is expected that the Atari PC will be on dealer shelves by Christmas. The MEGAs too. (Where have we heard that one before?)

September was a good month for Atari owners. In addition to the Atari modem, many new software packages were released. I cannot remember a better month for new products.

New items for the ST include: GFA COMPANION and TUNE UPI, a hard disk optimizer (from Michtron), THE BARD'S TALE, MUSIC CONSTRUCTION SET, MARBLE MADNESS, and EMPIRE (all from Electronic Arts), the BOULDERDASH CONSTRUCTION KIT (Epyx), F-15 STRIKE EAGLE (Micropose), ROAD WARS EUROPA, RINGS OF ZILFIN, THE WRATH OF NIKADEMUS (SSI), BREACH (OmniTrend), PINBALL WIZARD (Accolade), THE ADVANCED OGP ART STUDIO, KNIGHT ORC, and TRACKER (Rainbird), LABEL MASTER ELITE (Migraph), and MICROLAWYER (a software package to help you set up legal documents). Let's see, that's at least 18 new items, and I'm sure there's more that I have missed or overlooked!

The 8-bit computer had a number of new software releases also: GUILD OF THIEVES, ALTERNATE REALITY--THE DUNGEON, THE ETERNAL DAGGER (a sequel to WIZARD'S CROWN), SPITFIRE 40, and the BOULDERDASH CONSTRUCTION KIT.

Still all games, true, but now that developers are once again writing for the 8-bit, we should see some more practical applications coming along as soon as the software companies see that there is an Atari 8-bit market. Already a number of small companies are writing some interesting software for the 8-bit. Take a look at the small ads in the ANTIC or ANALOG to see some of the interesting programs that are available for the Atari 8-bit like: TURBOBASE from Micromiser Software, FORMS GENERATOR from Twenty-Fifth Century Software, NEWS STATION COMPANION, and PUBLISHING PRO from Reeve Software. Another small company, Innovative Concepts, has a number of interesting items for the Atari 8-bit computer. There is a FUNCTION KEY key kit that, when installed, gives the XL/XE four function keys (like the 1200 XL). The keys are programmable. Another interesting item is the ICX-85 keypad. This is a modified Atari CX-85 keypad. Innovative Concepts claims it needs no handlers to operate and will work with "all 8-bit software." If true, this would be a great addition to any 8-bit system. There is even a trade-in policy. Send them your CX-85 keypad and save \$10.00 on the ICX-85. RAM-AID is for those of you with upgraded XL/XEs. Install this and have the capability to perform coldstarts without turning your computer off AND still retain all data in ramdisks. MODEM-MOUTH is an external speaker for modems that don't have one, like the Atari 835, and 1030.

It looks like it will be the "little guy," instead of the big companies that will prove that the 8-bit is still a very powerful computer in its own right. Now that the Atari 1200 bps modem is finally out, I hear that SUPRA will soon release a 2400 bps for \$188! Hayes compatible with built in phone memory for eight numbers.

PRACTICAL SOLUTIONS has the answer for frustrated 1040 ST owners. It's called MOUSE MASTER and plugs into the inaccessible joysticks/mouse ports on the ST. You can then plug two joysticks and a mouse into the MOUSE MASTER and choose between mouse or joystick. Sure it's something else to find room for on your crowded computer desk, but well worth it for the frustration and inconvenience it will cure.

MICRO DEAL's "JUPITER PROBE"



An ST Review by Daniel Mumper

(Editor's note: Reprinted from the October 1987 issue of The Milwaukee Area Atari Users Group Newsletter.)

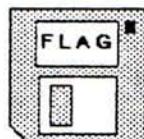
Jupiter Probe is "the" game for the adventurous video maniac. It's not one of those games that you can solve after just one or two sittings. It takes time and persistence. It is, to say the least, a challenge for any or all who will allow it free reign over their computer. There is always another trick to discover or pattern to find in order to successfully complete yet another level. So it continues, level after level, in a vain attempt to save the Earth from the dire threat known as Jupiter.

Playing the game is relatively forthright. Just put the disk in drive A, and turn the computer on. Simple enough. After a suitable delay to load the game, the music will begin, and you are now ready to begin Jupiter Probe. Like Micro Deal's other arcade game, Gold Runner, you can use any of the three major motive means (Keyboard, Joystick or Mouse) at any time during the game without having to tell the computer to change anything. The control of this game is simple, and can even be considered classic. There is no fancy upside-down, or backward way to make your ship do some most amazing feat. Just move the joystick, mouse, or depress a certain key, and the ship moves. Don't be deceived by the simplicity of these controls, the game itself is far from simple, but the ease of control is a definite help.

Graphically, this game is superb. There are many fine details that are evident in the constantly changing background as well as the enemy spacecraft. The animation is very smooth and there are always many things going at once. Definitely enough to keep you on your toes.

Due to the above facts and opinions, I would consider it a pleasure to recommend this example of elegant video art and ingenuity to any and all with the will to win, and the steadfastness to win. Just remember, we're not talking a few days of excitement, we're talking weeks, if you can take it. For Mom and apple pie, go get them aliens, and save the Earth!

ST Librarian's Report



by John DellaJacono

For the November meeting, we should have about five new disks for sale in our PD library. These disks are new additions to the Current Notes' library and include games and utilities that are well worth the \$2.00 price per disk.

The featured disk for the month is Games Disk #10. Many excellent games for kids and grown-ups are included on this disk. Games include:

BATTLESHIP - a simple 1-player battleship game against the computer.

BREAKANOID - another breakout/pong game that isn't too easy!

DRIVER - a race car simulator.

MISSILE COMMAND - defend your cities from falling nukes.

NIM - the ancient strategy game revised.

SCOREFOUR - a German variant of a popular strategy game.

3D TIC TAC TOE - another German version.

GO BOARD - the ancient Japanese based game much like Othello or Reversi.

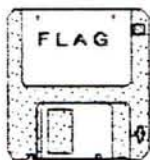
Current Notes is starting to stock IBM PC public domain disks in their library. For those that are interested and have "PC DITTO", I will start stocking these disks in our library if demand merits this venture. Let me know at the next meeting of your desires.

Christmas is just around the corner! For those of you that want to bring in the spirit of Christmas through your ST, I recommend FLAG Disk #61 which is a Christmas Music & Picture Demo. Amaze your family and friends of the power of the ST with this disk.

Looking to the Future!!!

We will have several extra special doorprizes for the December meeting, software prizes for the Graphic Arts contest, & prizes for the best MIDI-Maze contestant.

Want a FREE Library Disk?



You can earn a coupon good for one free disk of your choice from the library for every original software item you donate as a door prize. Call Bob Smith for info.

8-Bit Librarian's Report



by Mike D'Agostino

We don't have 2 new disks to process this month but the one we have has some excellent programs. It is augmented with some interesting programs from the Denver library.

WRENCH is a very good, joystick controlled, one-player game. It involves getting wrenches, closing valves and then trying to get all the leaking pipes fixed. Unfortunately, the pipes keep shifting, 'piping' you in. You hit the button to 'warp' your way into a better (?) location.

POLARPLOT is a program which will let you do polar plots (via 1 or multiple formulas [use format of 'R=1+COS(D)' or 'R=D*2']). You can screen dump to printer (SG-10) with START, save to Magniprint format with SELECT, or press OPTION once, then again to see other capabilities.

DISKMEND is a nice sector editor program but you need to get the article to fully understand and appreciate it. It will work on single, enhanced or double density disks without modification.

STREAMLINER is a machine language utility that will pack your binary files. This will result in their taking less space and load faster. It is not a compressor.

BBK ARTIST is a truly powerful graphics 7+ art program. It has 25 on-screen menu commands the you draw, paint, save, load, enlarge, fill etc. Ha be seen to be appreciated. This is well worth the in itself. Used with Picture Storage Techniques, you can include your drawings into a program.

The remainder of this month's disk will be filled with interesting programs from the Denver Library collection. A review of all programs will be put on the disk as usual.

Ken Knox says: Goodbye!

I will be retiring on November the 8th and going to Sacramento, California. I couldn't leave without saying good-bye and thanks.

First I would like to give a special thanks to John "Hutch" Hutchinson. I think that you will agree with me that, without Hutch, FLAG would not exist. To thank everyone would take more space than allotted for in this column. I just want to thank everyone for their support and interaction.

Upon my departure I would like to leave you with one thought. There are three elements to fire. Remove any one and the fire goes out. A users group like FLAG is even more vulnerable than a fire. It has only two basic elements, support and interaction. Remove one and you lose the club.

Remember that November is the month for nominations for President, Vice President, Secretary and Treasurer. Please consider running for office.

Good-bye to all and "May the force be with FLAG".



by Electronic Arts, \$34.95

An ST game review by John Hutchinson

"When Atari Games Corporation introduced 'Marble Madness' to the arcades in the spring of 1985, a whole world of game players went bonkers with its high-speed action and bizarre, Escher-like raceways. Not only was 'Marble Madness' a technological marvel with outstanding 3-D graphics and an original music score, but it was also a unique game experience, like a new sport, both competitive and strategic."

Thus begins the "documentation" inside the cover of Electronic Arts latest release for the Atari ST. "Marble Madness." And it's all true, of course. "Marble Madness" was an insane hit at the arcades, and loyal Atari gamers have been salivating for over a year for someone to do a translation of this arcade classic for the ST computer. Unfortunately, when EA (Electronic Arts) bought the rights to do a translation, the ST was not the machine of choice. Their Amiga version has been out for months! EA has had an unfortunate history of non-support for the Atari computer line, and I was glad to finally see them get "back on the bandwagon."

So just how good is "Marble Madness" for the ST? Not very, I'm afraid. While it certainly LOOKS like the arcade version, something was lost in the translation. The two-disk set does provide crisp graphics and smooth animation and the game itself is, well, sort of cute. Both one and two player modes are supported as well as mouse or joystick play (although use of a joystick is highly recommended over the mouse). So why don't I like it? Maybe it's because there are only six levels of raceways. Maybe it's because I beat the game after only two hours of play. And maybe, just maybe, it's because of the EA label.

Trip Hawkins, president of EA, has openly called Atari owners "a bunch of pirates" and his penchant for the Amiga is well known. It seems that Mr. Hawkins was upset that one of EA's earlier releases for the ST, "Skyfox" (a real turkey), did not sell nearly as well as had the Amiga version of the same game. What he fails to explain, however, is that the Amiga version came out when there was hardly ANY other game software available for that machine at all! If Amiga owners wanted to play a game, that was about it! But the ST version came out nearly a year later, after there were plenty of excellent arcade games available for the ST. "Skyfox" was a poor seller for the STs because it was a dog; not because everyone was copying it. It's also entirely possible that ST software sales were affected by Mr. Hawkins's comments about ST owners and their machines.

Well, everyone is entitled to his or her own opinion. While I'm glad to see EA beginning to show signs of renewed support for the ST, they are still going to have to work hard to EARN my respect AND my software dollar. And quite honestly, "Marble Madness" just doesn't work hard enough.

the SENTRY

by Firebird, \$44.95



An ST game review by John Hutchinson

You are in a world where the only constant is energy, and where time is measured by the inevitable scanning of the Sentry and her agents, the Landgazers.

You search the landscape for trees, absorb them and their energy content is yours. But as you feed from the sparse forests below you, you hear the Sentry and Landgazers shifting in their positions on high. Your sensors tell you that you have been spotted!

Desperately you seek somewhere to jump to, away from their cruel gaze. As they stare, your energy is drained inexorably, unit by unit. You line up your sights to jump... but too late! Your energy reserve is too low. Soon you have no reserves at all! Your worldview disintegrates, pixel by pixel, and you are cast into eternal darkness.

How's THAT for an innovative, new idea for a computer game? Many games claim to be different, but few deliver on the promise as well as "The Sentry" by Firebird does. If you value a game according to its playability, you'll be interested to know that this one has no less than 10,000 LEVELS! Each level is presented as a unique landscape, modeled in stunning, solid-form 3D graphics. I have never seen a game that was so difficult to describe and at the same time be so overwhelmingly addictive. Play it once and I guarantee you'll be hooked. You won't be satisfied until you have reached that elusive 10,000th level. And if you strive to do so, this is one game in which you will definitely get your moneys worth!

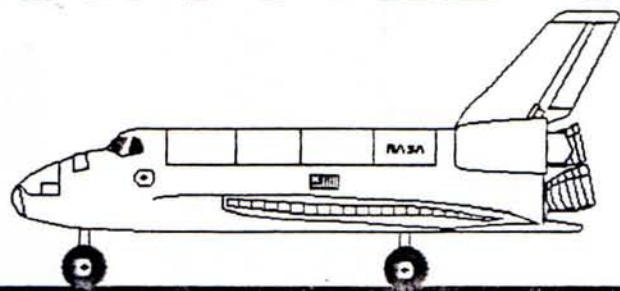
If you like strategy games with a new twist, and you yearn for an entertainment program that you won't tire of five minutes out of the box, then buy this one!

Don't forget...

The deadline for FLAG's first annual ELECTRONIC GRAPHIC ARTS CONTEST

is the beginning of the December meeting. Enter your artwork on disk(s) and receive a free PD library disk plus be eligible for super 8 & 16-bit prizes!

SHUTTLE II



ATARI ST SPACE SHUTTLE SIMULATOR BY MICRODEAL

A Review by David E. Titus

Hail all space cadets! If you are at all interested in the Space Shuttle or in flying possible shuttle missions, you will really enjoy Shuttle II. I have already flown 25 missions and have burnt up the shuttle on 24 of those missions. It is a lot of fun to fly and much simpler than other shuttle simulators that I have seen; for example, the Shuttle simulator for the MAC is very difficult to fly.

Before I begin evaluating the program, let me take you through a typical mission. Once you start the program, an incredible graphics screen appears with the shuttle imposed on the United States flag. The program plays music while it is loading (which takes about 40 seconds). Once loaded, the screen clears and a revolving cube appears with the credits and a picture of the shuttle on opposite sides. To go to the next screen, you simply click the left mouse button. The next screen simulates the weather conditions which might occur during a launch. You select the amount of icing, cloud size, wind direction and speed, weather duration, and site for the launch. Potential bonus points are displayed. Once the shuttle's location has been set the timer starts. Bonus points are reduced each time a cloud hits the shuttle. It is possible to get all of the bonus points but appears to be a rare occurrence. The next screen is the exact same sequence but is oriented towards the weather conditions which might be encountered during the shuttle landing.

Once you have worked your way through these two screens, you begin the launch sequence by clicking the left mouse button. The shuttle control panel appears on the screen with a start button in the upper right portion of the screen. Click on the start button and watch the heat shield roll back. Through the window you can view the surrounding terrain. In the lower right portion of the screen is a drawing of the shuttle with the External Tank and Solid Rocket Boosters attached. In the center of the screen a smaller control panel appears with three sliding controls for: Thrust, Wings, and Nose. To begin the count down you click anywhere on the center control panel. The count down starts at 1-10 and the next thing you know, you're on your way to recover a satellite.

At lift off, the flight path you should follow appears in the lower left portion of the screen as a red line of dots going up and to the right. The program begins plotting your actual flight path in green in the same area. As the captain you must correct the flight of the shuttle to follow the recommended flight path. The more of the red dots that you cover, the higher your score.

You are also given numerous opportunities to score bonus points during the flight. Some of those opportunities include: reducing thrust to 60%, separating the Solid Rocket Boosters, separating the External Tank, and activating the Orbital Maneuver System. Each of these events is keyed to time, but don't worry if you miss hitting the proper button at time required. The on-board computer will automatically perform the required function; you just won't get any bonus points.

Proceeding through three flight path sequences, the shuttle reaches final orbit and the captain is duly congratulated. This begins the phase in which the captain maneuvers the shuttle to the satellite so that recovery operations can begin. To find the satellite, you must activate the guidance system and then maneuver the shuttle with the sliding controls in the center of the screen. As the shuttle draws near, the satellite comes into view getting progressively larger. If the captain doesn't control the shuttle, he will quickly pass the satellite and it will disappear. Not to worry. Simply back track and it will appear again.

After successfully maneuvering to the satellite, the captain is again congratulated and the screen changes to the satellite recovery phase. In this phase, the captain must open the shuttle bay doors, fill the astronaut's Man Maneuver Unit (MMU) with nitrogen and his suit with oxygen, and then place the astronaut in the MMU. The controls to accomplish these tasks are on the side of shuttle. The satellite is located above the shuttle and the earth appears behind the shuttle. To send the astronaut out, the captain again clicks on the control panel. The astronaut floats up, out of the shuttle, heading towards the satellite. Almost instantly the satellite begins to move away from the astronaut. The captain controls the astronaut with the controls on the side of the shuttle. The idea is to touch the hands of the astronaut to the top of satellite's solar panels to capture it. Once I captured, the captain maneuvers the astronaut back the shuttle bay and closes the shuttle bay doors. The captain is awarded the appropriate bonus points ending the satellite recovery phase.

The next phase is the killer phase. Re-entry! My assistance in this area will be weak since this is where I usually re-enter without the shuttle or bury it 120 feet below the surface. Again the recommended flight path is plotted in green and the current path of the shuttle is plotted in red. Using the three controls in the center, the captain must successfully follow the critical S-path for re-entry. Whenever the shuttle strays from the recommended flight path, it begins to heat up. A side view of the shuttle appears in the top portion of the screen. As the shuttle begins to heat up, the color of the wing tips and the nose change from yellow to orange to red. Additionally, an audio warning also increases in intensity as the shuttle nears destruction. This is usually the point at which I die. Based on the one time I made it through this phase, the screen changes and you actually see the runway in front of you.

Given a successful landing (or unsuccessful landing based on your skill) the mission is over. The program prompts you for your name and awards your score. To view your score you must then go to the beginning screen and select that option.

Overall I think that Shuttle II is an outstanding program. Keep in mind that I am a space lover and tend to overlook minor deficiencies. I think that the creators of Shuttle II have incorporated the correct amount of realism while keeping the program entertaining. I recommend Shuttle II to anyone interested in flying the shuttle and recover satellites. The program costs \$39.95 and is available at The Computer Room in Kansas City.

DECEMBER IS ELECTION MONTH

Now is the time to nominate members for next year's slate of officers! Don't hesitate to nominate yourself if you are willing to volunteer. Only the President is restricted to permanent party or individuals not expecting to be leaving the Leavenworth area in the coming year. If you have enjoyed your FLAG benefits, now is the time to return the favor... GET INVOLVED!!!

Write your nominees in the spaces below and return this slip (or a facsimile) at the NOV meeting.

President _____ Vice President _____

Treasurer _____ Secretary _____

If you would be willing to support FLAG in some other capacity, let us know about it:

your name: _____

Advanced thanks goes to the following individuals for bringing in their computers for use during the November FLAG Meeting:

8-Bit Computers: Eric Birdsong
J.D. Johnston

ST Computers: Mike DeBow
Tony Zimmermann

SIG NotePad... *Special Interest Groups*

This is what you can expect from your SIG during the November meeting:

8-Bit Users SIG

SIG Leaders Roy Carroll and Mark Cawley will be demonstrating the capabilities of PRINT SHOP. This is a graphics program for everyone's use.

ST Users SIG

SIG Leader Ken Knox will continue with a presentation of the Word Writer ST program. This will be Ken's last time as the SIG leader. Any volunteer's?

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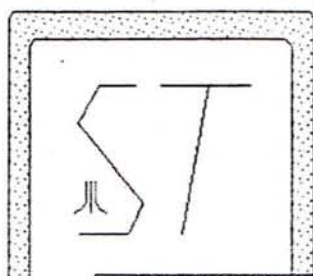
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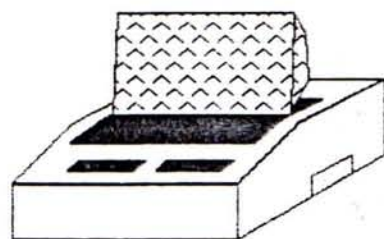
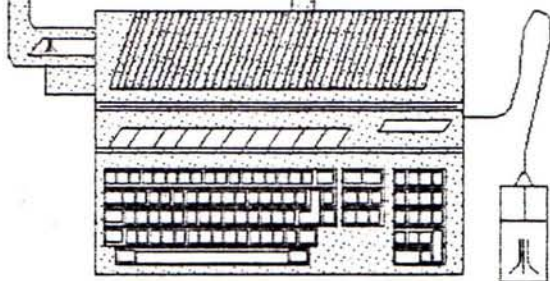
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Special theme for this month's meeting: **Word Processors Continued**